

ABSTRACT

A method for texture compressing images having a plurality of color components (R, G, B) includes defining color representatives for use in encoding by defining
5 groups of colors for each color component (R,G,B), and selecting a representative median color for the group. Each group ideally includes 3 to 15 increasing colors. The method includes computing, for each group, an error between each member of the group and the representative
10 median color of the group. Typically, the error is computed as the sum of the absolute differences (SAD) between each member of the group and the representative median color of the group.